



## Lemon Blueberry Scones

Made by [pyureorganic.com](http://pyureorganic.com)

Prep time: 5-10 minutes

Cook time: 18-22 minutes

Yields 8 scones

### Ingredients:

Make the scones and the glaze separately.

### Lemon Blueberry Scone Recipe Ingredients

- 2 cups almond flour
- 2/3 cup fresh or frozen blueberries
- 1/3 cup Pyure Organic Confectioners Stevia Sweetener
- 1/2 teaspoon baking powder
- 1/4 teaspoon sea salt

- 1 teaspoon pure vanilla extract
- 1/4 cup unsalted butter, melted
- 1 tablespoon fresh lemon zest
- 1 egg

## **Lemon Blueberry Scone Recipe Glaze Ingredients**

- 1/4 cup Pyure Organic Confectioners Stevia Sweetener
- 1 tablespoon fresh-squeezed lemon juice
- 1-2 teaspoons of heavy whipping cream

## **Instructions:**

Preheat oven to 350 degrees and line a cookie sheet with parchment paper. Prepare the scone dough first.

## **To Prepare the Dough**

1. Mix almond flour, Pyure Organic Confectioners Stevia Sweetener, baking powder, and sea salt. Set aside.
2. In a second bowl, whisk egg, melted butter, fresh lemon zest, and pure vanilla extract.
3. Mix egg mixture into dry mixture with a large spoon until you have a softball of dough.
4. Fold fresh or frozen blueberries until evenly distributed in the dough.
5. Place your ball of dough onto the lined cookie sheet and gently press down until you form a flat disc. It should be 1-inch thick and approximately 6 inches wide.
6. Slice the disc into 8 even slices using a sharp knife or a pizza cutter.
7. Place cookie sheet in the oven and bake 18 to 22 minutes, until the scones are a light golden brown.
8. Set aside and allow scones to cool completely.

## **To Prepare the Glaze**

1. Mix Pyure Organic Confectioners Stevia Sweetener with fresh lemon juice in a small bowl.
2. Add 1 teaspoon of heavy whipping cream and stir. Add an additional teaspoon until the glaze is thick enough.
3. Pour lightly over the top of the scones once they are completely cool.

## **Nutrition Facts**

**Serving Size:** 1 scone

**Servings:** 8

**Calories:** 220